Team:

WhatsInAName

Team Members:

Ch Prabhu Tej Pulagam (CMPE 202-03)
Sandeep Kumar Chawan S (CMPE 202-03)
Shaurya Mittal (CMPE 202-03)
Aishwarya Rao (CMPE 202-04)
Yashasvi Komma (CMPE 202-04)

GitHub ID's:

prabhutejpulagam
sandeepchawan
shauryam
aishwaryarao7
YashasviKomma

Team Github Repository:
https://github.com/sandeepchawan/CMPE202-GroupProject

Task Board:
https://waffle.io/sandeepchawan/CMPE202-GroupProject

Kanban CFD google sheet:
https://drive.google.com/open?id=1KCacYOj9OA572VySSFKWgBudzXlwV37DEKiF4vfQIx4

Journal Entries:

Ch Prabhu Tej Pulagam

XP value: ***Respect***

I have adopted Respect as my core value during the course of this team project.
I have chosen this particular core value because the team performance is largely dependent on how the team members respect each others ideas, thoughts and their values.
All the members should feel that they are contributing to the team though it maybe a small contribution.

I would like to ensure that this value is followed among our team members in the following way:

- The effort put in by each member is recognized and the due credit will be given to them

- I would take the responsibility to arrange the team meetings in a cohesive manner taking into account of the feasible time for every member.

- I would ensure that no one in our team would take actions which would disturb the space of another member and consequently delay the teams progress

- I would ensure that each member's ideas are taken to the front and discussed thoroughly to respect the contribution provided by him/her.

- Everyone's opinion and thoughts would be given equal respect and importance so that they do not feel left out or ignored.

Sandeep Kumar Chawan S

XP value: ***Simplicity***

As the name suggests, keep things simple. It is always better to do a simple thing today and build on top of it tomorrow (if required), rather than building a highly complicated thing which is never going to be used in the future. Emphasize on investing in what is required and code only what is in the design: nothing more, nothing less.

This value makes a point of not making big changes all at once. It suggests breaking the big tasks into smaller simpler tasks and constantly build and evaluate along the way. Some of the famous jargons KISS(Keep-it-simple-stupid) and YAGNI(You-aint-gonna-need-it) apply aptly to this value.

Simplicity and communication support each other. Clear, simple and concise code is easily understood by fellow team members and maintenance of such code becomes easier. Simple test-cases focusing on specified aspects of functionality are easy to test, and bugs, if found, are easy to narrow down upon and fix.

From the projects perspective, we have to keep in mind, that the software we are going to build must be able to teach computational thinking to people from non-CS background. To achieve this, we need to build a software which explains the computational logic in the simplest possible way. The design must be simple with dependencies clearly laid out, the code written must be clear and understandable by all the team members and from the user's perspective, the user-interface and user-interaction must be simple and easy to comprehend.

Shaurya Mittal

XP value: ***Courage***

Nobody is perfect, and that is what this value 'Courage' teaches us. All the team members should accept and understand the imperfections of each other. Such imperfections give us the opportunity to grow and improve. Teams with courage to admit and address deviations from expected work perform the best. Team members should feel free to announce their mistakes and help each other to improve upon them. Courage is one of the very important XP Core Values as it brings in the value of being honest while working in a team. A team must ensure that mistake by a team member is treated with compassion so that everybody remains true about progress and estimates. Understanding that failures are part of success is important and hence it is absolutely fine to announce and accept them.

This courage is not about being brave about what you are doing but about admitting what you did wrong. Courage becomes all the more important because you may need to make important decisions as well as change direction by either discarding or refactoring your work when some of your decisions prove inadequate or incorrect. Courage is also essential to let other team members to know where they are going wrong or what they are doing wrong without hesitating. So, be courageous to ensure harmony and transparency in a agile team.

Aishwarya Rao

XP value: **Feedback**

The project team was supposed to be a size of 4-5 people. It is better if the team is a combination of experienced and 2016 passouts out of college. So after talking to few people and finding the right people a team was formed and since we are complete strangers, a team meeting once a week would be good to make the team work comfortable. The team project was put up on canvas and the team decided to take two days for research about the topics and a meeting was scheduled after the two days.Each person did all the research they could do and came out with their ideas.

The team was asked to choose a topic from the activities in CS Unplugged. Since there were a lot of topics available and every member couldn't do a research on the topics before the first meeting, only the topics researched were discussed about. For the next meeting if every member does some research on their topics of interest and discuss about it more ideas would come up. In the first meeting, pros and cons regarding various topics were discussed. The topics shortlisted should be analyzed and the team needs to decide on a single topic. It would be better if the team meets frequently and discusses about the strengths and weaknesses of each person so a topic can be finalised based on the interest of everyone in the team.

GitHub id's were created and linked to Waffle.io. Since all the members were enthusiastic about the project and co-ordinated with each other, all the requirements were fulfilled without any difficulties. The Agile practices recommended were also discussed about in the meeting. But the team still hasn't decided on anything. The next team meeting should also include a discussion about the agile practice to be adopted. A google sheet was created and all the members were provided access to it. Each member chose an XP core value to write about in the journal. Since it is the first submission, and the members took time to get to know each other and start working together, it took a while to combine all the work and go through with the submission. But after the first meeting, the team got comfortable working with each other which would enable faster completion of work and submission in the further weeks.

Yashasvi Komma

XP value: ***Communication***

Extreme programming is a software development model which intends to improve the software quality and responsiveness to changing customer requirements. It promotes frequent releases in short development cycles. XP attempts to reduce the cost of changes in requirements by having multiple short development cycles.

Communication

Initially, when we started off with the team selection we were two in number and then we spoke to different people if anyone has hands-on experience in the field. We also expressed our ideas to them so that they could join us if they're interested. That was when our team size expanded to four and later as the specified maximum capacity of a team is five, we were actually open for the fifth person and in no time a new person filled the space. Now that the team is formed, we began to discuss about project ideas. Each of us talked about our experience in the list of projects we have picked. We all sat together and listed out the pros and cons of each idea and how could it help the world in the near future. The ideas we picked are binary numbers, algorithms data compression and error detection.

Binary number system: Plays a central role in how information of all kinds is stored on computers. Understanding binary can lift a lot of the mystery from computers, because at a fundamental level they're really just machines for flipping binary digits on and off. Generally, children learn the binary system very quickly using this approach, but we find that many adults are also excited when they finally understand what bits and bytes really are.

Algorithms: Almost any list that comes out of a computer is sorted into some sort of order, and there are many more sorted lists inside computers that the user doesn't see. Many clever algorithms have been devised for putting values into order efficiently.

Text Compression: Many computer users are familiar with compressed formats such as zip, gzip, or gif images. These are based on a method called Ziv-Lempel coding, which turns out to be an interesting exercise in finding patterns in text .Children's rhymes and stories are good examples for text compression, because they often involve repeated words and sequences.

Error Detection: This was one topic which all of us liked, we discussed how this could be implemented and thought that this would be really interesting to learn how error detection happens through a game

Upon discussion, we explored different ideas and learnt that each of them has got good scope and is very useful to the outside world. Discussions are still on with the hope of picking up the best one as the ultimate topic.